

CHAPTER 1

INTRODUCTION

A. Background of the Research

English is an international language used in most countries in the world as a means of international communication and becomes a compulsory subject in school. In order to make the English teaching successful, we have to consider some factors, such as the quality of teachers, students' interest, internal and external aspects, students' motivation, school facilities, including library and books which are used together in teaching and learning process. Besides, there are still other factors like teaching techniques and teaching media which also play important roles.

As a foreign language, English becomes the 2nd or 3rd language for Indonesian people after their mother tongue language (local dialect) and Bahasa Indonesia. English becomes one of the difficult subjects and is tested in the school's final examination and national examination. At junior high school, students get the basic of English language. Although in some cases, they already get their basic English from their Elementary or Pre-elementary schools as their supporting material or as additional material by private courses. They should learn more about English language and improve their English skills (listening, speaking, reading and writing). But, in practice, the exam in Junior high school focuses on comprehending writing skill by written test, without an oral test. It makes students become inconsiderate to improve their speaking skill.

Actually, the teaching of English at Junior High School has three purposes, those are to: 1) develop the competence to communicate in spoken and written form, 2) grow the awareness of the reality and importance of English as one of foreign languages to be a main instrument for studying, 3) develop the comprehension of the culture and language interrelation and broaden the culture firmament. Based on one of the aims above, the students should be able to develop their competence to communicate with the others though speak in simple way. In fact, the aims above can't be realized at all moreover in speaking, because of some problems that appeared.

Speaking becomes an important skill to communicate with another people, because by producing sounds people will respond our utterance quickly than written form. There are so many factors that affect speaking skill such as speaker's knowledge and their speaking achievement. Moreover, English as a foreign language in Indonesia become a nightmare for students in practice to communicate with their friends communicatively. Sometimes their first language and second language also affect their mindset in English communication.

There are some problems that appear when communicate with English language. There are some internal and external aspect from students, such as students' motivation in speaking English, their achievement in English , their ability, parents' support in learning English, their environment, etc. For students, the lack of vocabularies make them doubt to speak and use only definite words. The difference between Indonesian and English grammar, sometimes make them confused to arrange the correct sentences. The accent that is produced also affects

their speaking and sometimes change their spelling or meaning of their words. Their mindset that to be silent is better than they make some mistakes when speaking, or nervous to speak with another make them choose to be passive students. Most of them are unwilling to speak in front of their friends because they are shy or nervous.

Nowadays, English becomes an international language. Everyone try to learn English language because of its benefit. We can listen and read english everytime and everywhere. In public places there are some directions written in English to help some foreigners who visit Indonesia. When we go abroad, we can speak and use English language in almost every country in the world. In working area, we need to understand and communicate with another in English. When we have vacation to another country, we are easily ask something with local person. We are also able communicate in oral or writen form with our friends in social media such as facebook , twitter, instagram or etc.

By a good spoken in English, we are able to make a story,sing a song, chit chat with another , make a vlog or tutorial, etc. Speaking is one of important things to make another understand what is someone think.Speaking is effective way to communicate with another. Sometimes we are easily understand about something in English, but, when we just understand, there is no sense, because if you want to get a scholarship to study abroad or have a good job, they need your ability to speak and active, not only as listener and passive person.

English teacher in Junior high school sometimes think that speaking is not really effective to be taught because will not be tested in final exam. They are too

focus on writing and another comprehensions that will be tested. Speaking needs time to practice and partners, instead of discussion and active responses. The teachers only teach the material in books because some of their students haven't get their basic knowledge of English or maybe they still couldn't understand about English material, moreover for VIII grade students. The limitation of media and facilities make them only use books/ LKS as references. They also have no time to make a simple media to teach speaking, so they rarely draw on the board or show some pictures in the books. Teacher become the center of teaching process and must be active than their students to make sure that their students get to know the material. They are seldom to play some games because they have to manage the class situation that can be lost control condition.

According to Hadfield (1996: 4) "games are activities with rules, a goal an element of fun". So that, the teachers are expected to be imaginative and creative in developing their teaching techniques to make the English lesson more exciting. The use of games was expected to ease the students in learning English as well as gave them more chance to practice speaking.

Educational content that is include in games hopely makes the players/ learners are simply motivated because the content is housed inside a game. A failure from educational games design with instructional theories and learning increase the risk of fail of educational goals and result because the students who are enjoyig the games but they couldn't acquire any academic skills or knowledge.

Games help and encourage learners to sustain their interest and work. It also help teacher to create contexts which the language is useful and meaningful. Education Games is kind of game that designed to make people learn a spesific subject and also skill. Educational games was developed to evaluate the academic content that consist of game's fantasy and story context, transfer of knowledge and support repetitive content to be ready used in automatic way.

When someone child until adult, a game is always interesting and they play it when they feel bored or just for wasting their time. Students in junior high school is a teenager phase that easily get bored with conventional way, and have low intention. Games become a solution to make them interest and focus with English material. Educational Games is really intersting and hopely make the students more active. In this case, a traditional games is choosen because Indonesian children almost forgot about their traditional games such as Gobag sodor, and modern games is choosen to stimulate their ability easily. Games for Junior High School is aproprate with their age and their characteristic as a children that becomes a teenager.

Without methods or techniques that is appropriate to students' level, they may feel bored and not interested in following the lesson. However, the gap continues to grow between antiquated, passive training methods and a workforce that lives an ever more interactive, multimedia, user-controlled lifestyle. With game as media to bridge that gap comes the promise of vastly more productive and engaged students and workers ones who embrace learning rather than view it as a disruptive burden.

This research will compare among the effectiveness of using traditional and modern educational game as a media to conventional teaching. The traditional game this case is Gobag Sodor games with card. The modern educational games is using computer games. Conventional learning here is teaching learning process without with teacher as center of class. By using kind of traditional and modern educational games, expectively they can learn to work individually and in group, be autonomous person, brave to speak up and communicate with another.

B. Identification of the Problems

1. The students didn't know their speaking ability because less of practice.
2. The students have difficulties to speak in English because they are shy or nervous..
3. Some students didn't want to speak English because they have limited in speaking such as vocabularies, pronunciation, grammar, etc.
4. Teaching learning process activity use an conventional way. (one way only, with teacher as dominant in learning activity).
5. The teacher is seldom using a media in their activity.

C. The Limitation of the Problems

1. The use of traditional and modern educational games as media. Educational games used in this research is divided by this type of traditional and modern. Both of them have different characteristics and manners. Traditional games that is used in this research is Indonesian games that is known from long time ago as

local heritage named Gobag Sodor. Modern game that is used in this research is kind of computer games.

2. Students' speaking skill by using traditional and modern games compared to conventional learning. By collecting their result, we can conclude which one is the best way of using media that is the most effective one. By comparing learning with media and without media, we can know the result of using media having an affect on students' speaking skill.
3. The most effective media to improve students' speaking skill that is used in this research among using traditional games, modern games and conventional learning. By comparing their score among different way of learning, we can decide the best way to be used in teaching speaking skill for Junior High School's students.

D. Formulation of the Problems

1. How are the students' speaking skill and their competence in every aspects?
2. What kind of media that is used in speaking activity?
3. What kind of media that is effective to improve their speaking skill?
4. Which one that is more efective and the most effective media in speaking activity?
5. How is the result after using different media in teaching speaking?

E. Objectives of the Research

1. To know the differences of effectiveness by applying traditional games, and modern educational games and also conventional learning in teaching learning process
2. To know which one is the most effective media in teaching speaking by looking students' skill improvement that is using traditional and modern games compared to conventional learning.

F. Operational Definitions

1. Game : kind of activities with rules, a goal an element of fun.
2. Educational games: [games](#) explicitly designed with [educational](#) purposes, or which have incidental or secondary educational value. Games that is used must have an Educational content, moreover English for Junior high school in this research. In this case, the games is used as media in learning activity.
3. Traditional games: Kind of games that is hereditary inherited from one generation to the next. In this case, the use of Gobag sodor (Javanese traditional games) as media in describing picture game.
4. Gobag sodor : Javanese traditional games that is played outdoor such as on court. This game consist of 2 groups, one as attacker and another as keeper. There are some borderlined area with a guardian on each line, and they should make their area safe from their enemy.

5. Modern games: Games that is used a technology or multimedia. In this case, computer games is used as the media in describing picture game.
6. Story Maker and Haunted House : Kind of media that is used in teaching learning process effectively with any planning to convey learning material. Story maker help students to make a story by choosing and arranging based games. Haunted House is kind of story game that is played to be a raw model in speaking their past experience.
7. Speaking : is a complex skill, which involves the knowledge of sounds, structures, vocabulary and culture subsystem of language. The aim is students able to convey their idea orally based on context. In this case, student is asked to retell their past experience / retell about their past vacation to know their ability in speaking by uing past tense. There are 5 aspects that is used to make their score, they are: grammar, content, fluency, pronunciation, and vocabulary. Each aspects scored from 1-5.